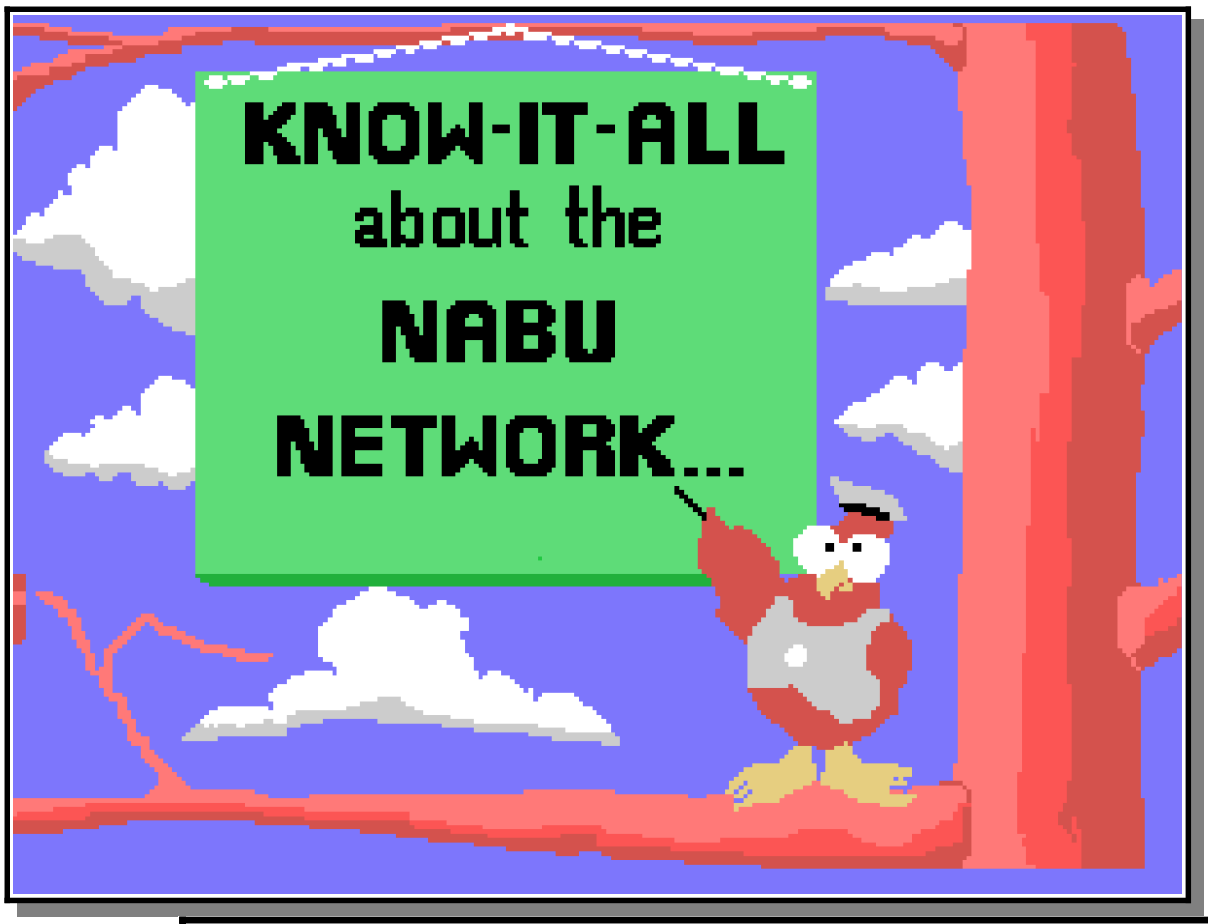
KNOW-IT-ALL
about the
NABU
NETWORK...

NETWORK HELP
PRICING
HOTLINE INFO
LOGO-LAND
SLEUTH TIPS

KNOW-IT-ALL
READY TO GO? PRESS GO
NEED HELP? PRESS HELP
NEW CHOICE? PRESS EXIT
START AGAIN? PRESS RESTART
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NABU NETWORK CORP. 01

KNOW-IT-ALL PAGE 1 OF 1

Use the paging keys on your Keyboard to page through Know-it-all.

On the tree screen, use the cursor keys to highlight the "section" sign of your choice. Then press "go" to enter the section you have highlighted. At the end of each section, you will automatically be sent back to the tree screen.

Press "restart" to leave Help.

NETWORK
HELP
PRICING
HOTLINE
INFO
LOGO-LAND
SLEUTH TIPS

MENU
THE MAIN MENU
USING SHORTCUT
TV/NABU KEY
NEED HELP?

PRINTING HELP

THE MAIN MENU
You'll find the MAIN MENU very easy to use, right from the first time you turn your NABU system on.

THE MAIN MENU
The Menu is divided into a number of levels, starting with THE CATEGORY MENU.

THE MAIN MENU
Use the up or down arrow keys on your keyboard or the games controller to move the WHITE HIGHLIGHT BAR up and down the CATEGORY MENU.

THE MAIN MENU
When you've selected the category of your choice, press GO on the keyboard or the fire button on your games controller.

THE MAIN MENU
You are now in the CATEGORY of your choice. Continue this process until you have the program of your choice.

THE PROGRAM MENU
Many of the program menus have more to offer than what you see.

THE PROGRAM MENU
To view all of the choices available, press either the forward (right) or backward (left) arrow keys on the lower righthand side of your keyboard.

THE PROGRAM MENU
You may also move the top of the joystick to the right or left and then press the fire button to page forward and backward.

THE PROGRAM MENU
Make sure that the WHITE HIGHLIGHT BAR is over one of the program selections before you press the arrow keys.

USING SHORTCUT
If you already know which NABU program you wish to select, then take the SHORTCUT. It's simpler and more direct than paging through the menu.

USING SHORTCUT
Position the WHITE HIGHLIGHT BAR over SHORTCUT. Press GO on the keyboard or the fire button on the games controller.

USING SHORTCUT
Type in at least the first three letters of the name of your desired program; for example, ZIP for ZIPPER. Press GO.

USING SHORTCUT
If the first three letters are not unique, the program which is loaded may not be the one you want. Go into SHORTCUT, using enough letters to ensure you get the right program.

TV/NABU KEY
When switching back and forth between regular TV and NABU, press the PAUSE key before using the TV/NABU key. The PAUSE key will

suspend your NABU program until you return to it.

NEED HELP?
To access HELP in a program, press the SYM key and hold it down while pressing the TV/NABU key.

NEED HELP?
This will bring you to the HELP section. Arrows on the right of the pages indicate that there are more "pages" to come.

NEED HELP?
Press the right paging key on the lower righthand side of your keyboard to move through the "pages" of HELP instructions.

NEED HELP?
To re-read the previous page, press the arrow paging key pointing left.
When you've read the instructions, press GO and you're back to your NABU program.

NEED HELP?
NOTE: You can also use your games controller to page through the HELP screens.

PRINTING HELP
If you have a printer you can print HELP for most of NABU's programs. To print HELP, hold the SYM key down, and then press the "1" key at the same time.

PRINTING HELP
The HELP screens will start printing from page 1 of HELP to the end of the HELP section. To stop printing, press the ESC (escape) key.

PRINTING HELP
If your printer is not functioning, the program will stay in limbo until the ESC key is pressed or the printer problem is corrected.

MENU
RENTAL
MANUALS

RENTAL
PACKAGE MONTHLY
Computer +

Network Guide $9.95
Education
Channel $7.95
RENTAL
Home Management $7.95
World of Games $7.95
Family Fun $4.95
Family Fun if taken with Education $1.95

RENTAL
Single Disk Drive $9.95
Work Shops: NABU Subscribers $5.00
TO PURCHASE
Additional Games Controllers $14.95/ea
Printer Cable $49.95
CP/M $125.00

RENTAL

1. Subscribers will be required to pay optional software charges one month in advance.
2. New subscribers will be asked to deposit $20.00 with the first month's subscription. It will be credited to the subscriber on the seventh month of service billing.

RENTAL

Should the subscriber cancel within six months the $20.00 deposit will be forfeited.

MANUALS

LOGO, BASIC, and FANCY FONT manuals are available at the NABU Sales office located at:
1719 St. Laurent Blvd
Price for each guide is only $20.00 (tax free).

HOTLINE INFORMATION

S.O.S.??
Call the Hotline
523-NABU (523-6228)
1:00 p.m. - 8:00 p.m.
Monday to Friday
11:00 a.m. - 4:00 p.m.
Saturday

NABU OFFICE HOURS

9:00 a.m. - 5 p.m.
Mon - Wed & Sat
9:00 a.m. - 9 p.m.
Thurs & Fri

NABU is located at 1719 St. Laurent Bl.

HOTLINE INFORMATION

Sorry! We interrupt service between 7:30 and 8:00 every weekday morning to ensure you receive a high quality

broadcast.

MENU
WELCOME TO LOGOLAND
WHAT CAN I DO
WITH LOGO?
LOGO ACTIVITIES

WELCOME TO LOGOLAND
LOGO is a microworld where you can create your own rules and see your ideas realized in color, shapes and motion!

WELCOME TO LOGOLAND
LOGO is a programming language designed by Dr. Seymour Papert of MIT to introduce beginners to the fascinating world of computers.

WELCOME TO LOGOLAND
LOGO uses TURTLE GRAPHICS to teach novices the principles of computer programming.

WELCOME TO LOGOLAND
Beginning with simple geometric forms, you can move quickly to more complex geometrical shapes, all the while building on basic commands.

WELCOME TO LOGOLAND
Soon you'll be designing your own programs, organizing shapes, colors, velocities and motion.

WHAT CAN I DO
WITH LOGO?
Create animated pictures.
Write new games and learning programs.

WHAT CAN I DO
WITH LOGO?
Create and manipulate words, numbers and lists.
Develop an "instinct" for thinking mathematically.

LOGO ACTIVITIES
LOGO ACTIVITIES are more than learning tutorials, they're examples of LOGO's creative potential.

LOGO ACTIVITIES
Each program has been written in the LOGO language to show you how powerful the tool can be in your hands.

LOGO ACTIVITIES
The most special thing about NABU's LOGO ACTIVITIES is that you can access the programmimg code...and change them any way you wish!

LOGO ACTIVITIES
All you have to do is:
- Load the LOGO ACTIVITY of your choice and get a feel for how it works.

LOGO ACTIVITIES
- Use the CONTROL G command (hold down the CTRL key and type "G") to stop the program and put you into regular Logo.

LOGO ACTIVITIES
SETBG 7 SETTC 1 makes the text visible if not so already.

LOGO ACTIVITIES
Now you can crack the code of the LOGO ACTIVITY by typing POPS which will printout the code for the entire game. If you have a printer, type STARTPRINT.

LOGO ACTIVITIES
The code will be printed on paper(assuming the printer is turned on and on line.) Now you can modify the code and so customize the game.

LOGO ACTIVITIES
Type: ED followed by a space, a quotation mark and the name of the procedure you want to change.

LOGO ACTIVITIES
For example to edit maze 1 in Maze Craze type:
ED "M1

LOGO ACTIVITIES
This simple command will open the way to your LOGO program...and let you change anything you wish.

LOGO ACTIVITIES
Once you are finished editing M1, hit CTRL C to

return to normal LOGO.

LOGO ACTIVITIES
To get back into the game you need a password. No matter what LOGO Activity you are in, the password procedure is the same.

LOGO ACTIVITIES
Type in PR :STARTUP It will generate the necessary password you need to get back into your LOGO Activity.

LOGO ACTIVITIES
Type in the password to see the effect of the changes you've made!

WHAT'S HAPPENING IN LOGOLAND?

MENU
THE EMBASSY CAPER
MURDER MANSION
BIRDS OF A FEATHER
NIGHT WATCH

EMBASSY CAPER
Here are a few places you can go with the "CONNECT TO" command.

EMBASSY CAPER
Embassy, Headquarters, Bank, YMCA, Page, Squash Club, Church, Wier, Inlet, Cafe.
Watch out for false leads.

EMBASSY CAPER
Here are some clues that will help you talk to individuals in the game.

EMBASSY CAPER
TALK TO Boris:
what password
who found device
who found transmitter
who uses copyrite
you know Taykov
where Taykov
TALK TO Mark:
tell copyrite

EMBASSY CAPER
Okay detectives, now you're hot on the trail and we've provided a few clues to help you blaze through this one.

EMBASSY CAPER
We haven't told you everything; just

enough to give you a headstart in the EMBASSY CAPER! Good Luck!!

MURDER MANSION
Enter the old Georgia Peach Mansion and uncover a (less-than-respectable) tale...

MURDER MANSION
Meet the butler... don't be taken aback if he seems a bit stiff... he's left you a BOUNTYful number of clues.

MURDER MANSION
But if you need a few to get you started, Spilman's here to prompt you along.

MURDER MANSION
Scene from a Restaurant...
Spilman here.
Cruised into Mel's Deli and ordered the baked salmon and garlic bread. Fruit gives me the hives, you know.

MURDER MANSION
Looked at the clock ticking away past midnight. Rent payment late again. Rats!
Waiter walks in -- no salmon left. See you back at the mansion.

MURDER MANSION
Scene From The Mutant
Spilman here again, relaxing aboard the tall ship Mutant heading for the South Pacific.

MURDER MANSION
Poured myself a glass of bubbly -- 1935 Dom Perignon -- this was the good stuff -- not my usual brand O. Think that I may need a right-hand man, so to speak.

MURDER MANSION
This murder at Peach Mansion is driving me crazy. I hope this break helps my peace of mind.

MURDER MANSION
Scene From A Dressing Room
Spilman here again. Sitting in Streep's dressing room at the Hollywood set of Kramer vs Kramer.

MURDER MANSION
Leach got me a pass... he's an actor, you know. Click, clock, I hear footsteps outside the door. A black envelope is being slipped under the door.

MURDER MANSION
I put it on the dressing room table. Oh my! What's this? A framed picture of Reginald? Didn't he produce a movie about a blood sucker terrorizing a city?

MURDER MANSION
I think it ruined somebody's career. There's a nice bunch of daisies. I wonder who could afford to splurge $2.99 for a dozen daisies. Card says A.L. Florists.

MURDER MANSION
I think I've clued in to both motives. See you back at the scene of the crime.
Spilman

BIRDS OF A FEATHER
BIRDS OF A FEATHER is the perfect case to try out your detective skills.

BIRDS OF A FEATHER
In this SLEUTH episode, the following basic commands are required:
GO TO
TALK TO
LOOK AT

BIRDS OF A FEATHER
All other keywords must be deduced by the player(s).

BIRDS OF A FEATHER
Spilman here, don’t fly off the handle, I'll see what I can do to give you a hand.

BIRDS OF A FEATHER
First, don't avoid Pinsetter, hear him out while you can. Check out Muffy's office and don't overlook anything.

BIRDS OF A FEATHER
Don't leave any place till you've exhausted your leads.
If you're a bird

brain, you've got a chance to solve the case. Find an island.

BIRDS OF A FEATHER
The rest is up to you. Press on.

NIGHT WATCH
NIGHT WATCH is one of the more straightforward mysteries in the SLEUTH series so you won't need too many clues. Just keep your eyes and ears open while waiting in the wards.

NIGHT WATCH
Keep detailed notes, keep your eye on the clock, and don't take anything for granted - even the most obvious.
GOOD LUCK